KOEI

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L'EMPEREUR™

INSTRUCTION MANUAL

NES-QV-USA

Licensed by Nintendo®
for play on the

Nintendo
ENTERTAINMENT SYSTEM®

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SAFETY TIPS

Before beginning L'empereur, please read following:

1) Always turn the power off before inserting or removing the GAME PAK from your NES.
2) Do not stor game in extreme temperatures. Never hit or drop it.
3) Avoid touching the terminal connectors.
4) Never attempt to take your GAME PAK apart.
5) Use of clerning agents can damage the GAME PAK.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

Introduction

Exploiting his military genius and undying nerve, Napoleon Bonaparte rose to become one of the most charismatic leaders in the history of France. The violent shock of the French Revolution set the stage for his climb to power. He created an undaunted army and swept back his opponents.

L'empereur is the success story of Napoleon, the man who rose from Commanding Officer to Emperor. You enter as a young French Commander. Rise up out of the masses through military deeds and win the people's support to become Emperor. Your fight will continue until you control all of Europe.

In war you will be challenged in the art of strategy. The topography of the field varies and you have the valuable ability to construct bridges. Remain composed and alert, for your enemies surround you on all sides! A world of glory and the emperor's throne await you. Good luck as you journey into an age of magnificence!

Yoichi Erikawa

Yoichi Erikawa
President Koei Corporation
& The Entire Koei Staff

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I QUICK START

■THE CONTROLLER

Use either game controller. Buttons A and B highlight, finalize and cancel menu selections. The + button controls the cursor, indicates selections and sets numerical values.

Select from Menus: Move the cursor to your choice and push A. Before finalizing a selection, you can push B to cancel.

(Y/N)?: The final step in executing a command. Push ⬅ Yes; push ➡ No.

Setting Numerical Values: Push left or right to digits (ones, tens, hundreds), push up or down to change values. Push ⬅ for the maximum; push ⬅ twice for the minimum.

Viewing Data or Maps: At the main screen, view other data or a regional map of Europe by pushing B. Push A to go back to commands.

Choosing a City: Move the arrow to a city and push A.

■STARTING THE GAME

1) Insert the game cartrige.
2) Turn ON game system.
3) The introduction will begin. Push Start to skip to set-up.
4) Choose a scenario or saved game.
5) Decide whether or not to watch a demonstration game.
6) Decide whether or not to observe other wars. You can change your decision mid-game.
7) Final confirmation. Answer No to reset values.
8) Begin your first round of commands.

■ENDING AND SAVING THE GAME

At the main screen, push Select to access this options menu:

HEX war:	Observe other wars in Europe
BGM:	Control background music
Graphics:	View event graphics
Speed:	Set message display speed
Save:	Only one game can be saved. Not possible from government commands
Quit:	After quitting, hold down Reset as you turn the power off

II THE WORLD OF L'EMPEREUR

L' empereur takes place in the violent aftermath of the French Revolution. You step in as the undaunted hero - Napoleon. Your goal is to unify Europe.

You have authority at 2 command levels: officer and government. You start off as an officer in charge of city affairs and the military. Your duty is to defeat belligerent nations. With the people's support you will rise in rank to First Consul and then Emperor. At that point you gain authority over government commands, to execute domestic and foreign policy. Using these new powers, strengthen France and focus on the unification of Europe.

■COMMAND HIERARCHY

Commanding ranks are abbreviated as follows:

Ofc..... Officer
Rsv ..... Officer in Reserve
PRI ..... Prisoner of War
Com ..... Commander
C.C ..... Commander-in-chief
F.C..... First Consul
Emp ..... Emperor
Mon ..... Monarch
Dir ..... Directorate

46 different European cities are presented in L'Empereur. Every nation covers a number of cities. View nation, city and officer data to estimate your status among other nations.

Depending on Napoleon's military rank, he issues commands at the officer or government command levels. At his lowest ranking he is a Commander involved in city strategy and military affairs.

When Napoleon is promoted to First Consul he takes on new responsibilities at the government command level. Format national strategy in addition to your usual duties.

After ascending to the throne, Napoleon's authority expands again. In addition to national strategy, relocate his brothers and son to rule over distant lands.

■GAME FLOW AND OBJECTIVES

Note : Months are abbreviated in this manual, but appear in full on-screen.

The game calendar is divided into 12 months and 4 seasons: spring (Mar-May), summer (June-Aug), autumn (Sept-Nov), and winter (Dec-Feb). Execute officer commands each month and government commands at the beginning of each season. In the course of defeating your neighbors, collect taxes, pay stipends, survive harsh winters and deal with other natural disasters. Be prepared for strikes, rebellions, and military uprisings.

Build up your army and charge into war. Starting with the defending side, each commanding officer has 1 chance per day to execute field commands. If a victor is not decided within 30 days at war, regular play resumes.

Work your way through L'Empereur month by month, organizing your military and assailing your enemies. You can only fail if you die or fall prisoner to the enemy.

■THE SCENARIOS

By starting at scenario 1 you can enjoy the success story of Napoleon's life.

1. Napoleon's Beginning

Mar 1796 *Commander*

Napoleon is a young Commander in Marseilles, France, near the Italian border. War is tempting with enemies so close.

End of Scenario: France acquires 9 cities.

Hostile Nations: England, Austria, Naples, Venice.

2. Desire for Power

Mar 1798 *Commander-in-chief*

Napoleon is in St. Malo with authority to move about the country at will. The Directorate is troubled by problems in Egypt.

End of Scenario: Napoleon captures 4 cities, or France acquires 12 cities.

Hostile Nations: England

3. End of Revolution

Mar 1802 *First Consul*

Napoleon assumes governmental responsibilities from Paris. The coalition will not stop his quest for power.

End of Scenario: Napoleon captures 8 cities, or France acquires 18 cities.

Hostile Nations: None

4. Glorious Empire

Mar 1806 *Emperor*

Napoleon I rules from Paris. His power extends across the plains of Europe.

End of Scenario: All 46 cities are unified under France.

Hostile Nations: England, Russia, Prussia, Sweden.

Napoleon's Brothers and His Son

Joseph Elder brother. King of Naples, later became King of Spain.

Lucien Younger brother. Became Prince of Canino.

Louis Younger brother. Became King of Holland.

Jerome Youngest brother. Became King of Westphalia.

Eugene Child of Empress Josephine, yet Napoleon's step-son. Became King of Rome.

Centers of Power

5: London	22: Vienna
7: Stockholm	24: Munich
8: Copenhagen	28: Paris
9: Amsterdam	34: Venice
11: Berlin	37: Rome
12: Warsaw	39: Istanbul
14: St. Petersburg	42: Lisbon
17: Moscow	44: Madrid

III THE QUEST FOR POWER

THE CITY DISPLAY

1. Year / Month
2. City # / City / Status / Commander
3. Commands
4. Nation
5. Soldiers
6. Morale / Training
7. Military Data
8. Weapons Factory

1. Map
2. Rise or Fall in Worth
3. City Data

Officer commands are described below. Note: <> indicates important officer attributes, * indicates city data affected.

OFFICER COMMANDS

INVADE

Invade cities in hostile nations. Dispatch up to 10 officers with food and gold to feed the soldiers. Reserves can follow. Choose a wartime commander if Napoleon, one of his brothers or his son stays behind.

You can only attack adjacent cities by land. By sea, you must be invading a city that shares the same shoreline. Sea routes are well-guarded, and chances are that your fleet will be intercepted en route.

ARMY

Recruit

Soldiers can be recruited once a year, from Mar and on. You can recruit as many soldiers from the population as you can feed: 5 food per soldier.

Horse

Buy horses for reserves: 5 gold per horse.

Arrange

Rearrange soldiers, horses and guns into active duty. Decide which officers are best suited to lead which type of army.

Speech

*<>Leadership *Soldiers' Morale*

Give a speech to rouse fighting spirit.

Reward

**Loyalty*

Reward your officers and restore their loyalty.

Training

**Training level*

Improve training of all soldiers in the city.

More About Sea Control and Landing Operations

Sailing routes cross the Mediterranean Sea, Atlantic Ocean, Baltic Sea, and North Sea. Each city number is color-coded according to the body of water that reaches its shore. The city with the greatest fleet can win control of sea routes.

<Sea Invasion>

Key: ➡ When enemy nation has Sea Control
⟶ All other invasions

More About Military Divisions

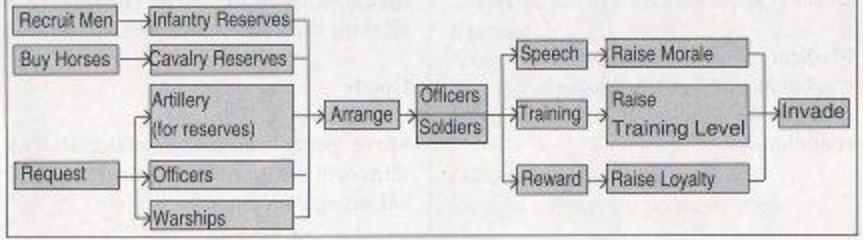
Infantry: The core of your army. It costs nothing to equip them and they are the most flexible in war. Can cross any terrain, and perform specialized maneuvers.

Cavalry: Can rush in unexpectedly and annihilate enemy units. Buy horses to organize cavalry.

Artillery: Strongest under Napoleon's command. Can attack enemy from a distance. Best used to protect infantry and cavalry units.

Reserves: Left behind with officers not called to war. Can be mobilized into adjacent infantry.

<GOING TO WAR>



INVEST

Industry

*<>Financial *Industry / Materials / Shipbuilding*

Increase production of heavy materials.

Commerce

*<>Financial *Trade / Indirect tax*

Increase commercial worth (trade) and tax revenues will go up.

Agriculture

*<>Financial *Farming / Food harvest*

Develop agriculture for a richer harvest.

Medical

*<>Building *Hospital standards*

Improve the hospital for healthier living conditions.

SUPPLY

**Food/Material Sufficiency*

Determine food and material supplies. Low supplies may arouse rebellion.

SEND

You can only send things by land into adjacent cities, or by sea into cities that share your shoreline.

Officers

Move an officer and his corps. Decide how many reserves, and how much gold and food to allot for the move. Officers retain all ships involved in the move.

Goods

<>Supplies

Move gold, food and/or materials. All ships will return to the original city after unloading their cargo.

Treasury

<>Supplies

Deposit gold, food and/or materials into the national treasury.

GIVE

*<>Supplies *Food / Material Sufficiency*

Distribute gold or food among the people.

TAX

<>Supplies

Collect food and gold from the people, in addition to regular taxes. This command can harm food supplies, industry, trade and farming.

REQUEST

Request assistance from the French government. You can use this command as often as you like, but only your last request will be effective. There is no guarantee that requests will be granted. View national resources to judge your chances for approval. The Directorate's answer will come up the following season.

Funds / Food / Material

If approved, the government will send supplies from the national treasury.

Exempt

**National tax payments*

Request exemption from national tax payments.

Officer / Artillery / Warship

Request support for your city corps.

REST
End your turn.

VIEW
Using this command to examine areas not under French control will cost an entire turn during city strategy.

Nation
View all pertinent data for any nation.

City
View data for individual cities.

Officers
View officers in any city.

Reserves
View reserves held by any nation.

POWs
View officers held prisoner by any nation.

Sea Control
Find out which nations control which shores.

SUMMARY
Summaries are displayed data in charts. Examine the diplomatic standing of any nation through Foreign.

MAP
See a full map of Europe.

More About Taxes

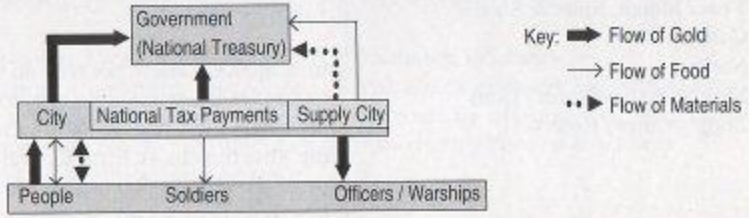
Gold

Direct taxes are collected in Jan and a portion goes to the national treasury. Indirect taxes are collected in Mar-June-Sept & Dec in proportion to industrial worth. Supply cities pay a higher direct tax as well as indirect taxes to the national treasury.

Food and Materials

Food is harvested in Sept, distributed to the people in Mar-June-Sept & Dec, and used to pay officers' stipends in Apr & Oct. Materials are produced and distributed in Mar-June-Sept & Dec. Supply cities make payments to the treasury in food in Nov, and in materials in June & Nov.

<THE FLOW OF GOLD - FOOD - MATERIALS>



IV TOWARDS THE CONQUEST OF EUROPE

THE NATIONAL DISPLAY

1. Year / Month, Ruler & Status
2. Commands
3. Nation
4. Military Expenditures / Guns Supply Cities / Reserves

1. Nation Data

In scenarios 3 and 4, not only do you have to manage affairs in your city as commanding officer, but you will also have to rule the government as First Consul or Emperor. Government commands are made in Mar-June-Sept & Dec.

GOVERNMENT COMMANDS

Governmental policy is carried out at 2 levels:

1. National Strategy: Oversee diplomatic relations. Commands are blue, and turn red when executed twice.
2. City Strategy: Regulate your subordinates in other cities. On the map, a rolled flag shows that a city has received orders.

NATIONAL STRATEGY

FOREIGN

*<> Political Ability *Hostility*

Alliance

The usual term is 3 years. If you ally with a hostile nation, a cease-fire immediately goes into effect, and the side that proposed the alliance must pay for wartime damages. This kind of alliance lasts one year.

Friendship

Establish a friendship treaty with a neutral nation and open up the possibility for trade.

Stop Trade

Break off trade with a friendly nation. You can request another nation to join in a trade blockade.

Declare War

Instigate hostility with any nation but an ally. Officer loyalty and soldier morale will drop; hostility will spread throughout your opponent's camp.

Exchange Prisoners

Propose an exchange and strengthen your proposal by offering gold. The officers who return go into reserve forces.

More About Diplomatic Conditions

You can view national ties through Summary. Neutral nations are white in **Foreign**.

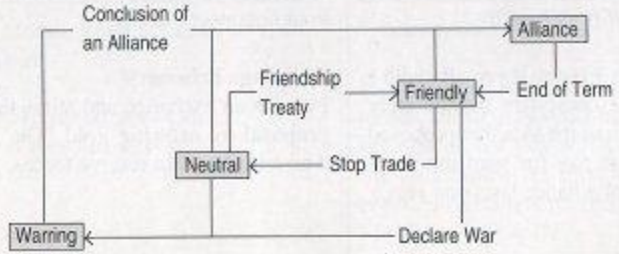
Hostility: Animosity toward France. If too high, trade and alliances will be difficult. However, if you succeed in those areas, hostility may diminish. Maximum 100.

Alliance: Tied in an antiwar pact and open to trade. Amidst a war, allies often send reinforcements. When the term of alliance ends, nations resume friendly relations.

Friendship: Tied in a friendship treaty and open to trade. Once trade is stopped nations become neutral.

Neutrality: No diplomatic relations with nation in summary.

<DIPLOMATIC RELATIONSHIPS>



ARMY

War Expenditures

**Artillery*

Set war expenditures. The maximum depends on how many arms factories France supports. Arms are manufactured in Mar-June-Sept & Dec. One cannon costs 50 gold.

Recruit POWs

Place captured foreign officers in reserve.

GIVE

Food / Materials

Release food or materials from the national treasury to be divided among your cities.

TRADE

*<>Financial Ability *Hostility*

Import / Export

Propose trade with allied or friendly nations.

CITY STRATEGY

SEND

Officers

Relocate officers. Preparations are the same as under the officer command- Send.

Goods

<> Supplies

Transport gold, food and/or materials to a needy city. Preparations are the same as under the monthly officer command- Send.

Treasury

Transfer gold, food and/or materials from the national treasury to a needy city. This command is the opposite of the monthly officer command - Treasury.

Fleet
**Warships / Sea control*
Transfer ships from one city to another on the same shoreline or a neighboring shore. You cannot send ships to a shore dominated by hostile nation.

DEPLOY
Artillery
**Artillery / Artillery reserves*
Position cannons in a city's artillery reserves.

Shipbuilding
**Warships / Industrial power*
Build warships in coastal cities. Costs are taken from the national treasury, 100 gold per ship. Industrial power determines the maximum number of ships you can build.

Scrap Ships
**Warships*
Order ships scrapped.

PERSONNEL (PERSON)
Appoint
<>Commander
Relieve a commander in any city and appoint a new one.

Dispatch
<>Reserves
Relocate reserve officers to any city, raising them to active status.

Reserves
<> Reserves
Place active officers into national reserves. Officers leave their soldiers, horses and artillery behind at their former post.

COMMAND
**National Tax Payments / Supply Cities*
Force cities to make extra payments to the national treasury. You can require two types of payments: 1) in gold, 2) in food and materials; or assign both duties (see *More About Taxes*).

REST
End your turn.

V BEYOND THE SMOKE OF GUNS

War mode begins when you invade another city or are attacked in your own city. The battlefield will appear on the war screen.

THE WAR SCREEN

1. Corps information
2. Soldiers' morale
3. Training level

Cloudy

Rainy

Snow

Blizzard

Clear Skies

THE PROCESSION OF WAR

Troops are positioned, defenders first, in any HEX marked with a circle. Once all troops are positioned the battle begins.

Each unit receives 1 order per day, starting with the defender. You may command units in any order (select with cursor).

Commands vary depending on the unit. Each day, every 100 soldiers consume 2 cases of food.

During the battle, a neighboring allied city may send in reinforcements for the defender.

VICTORY

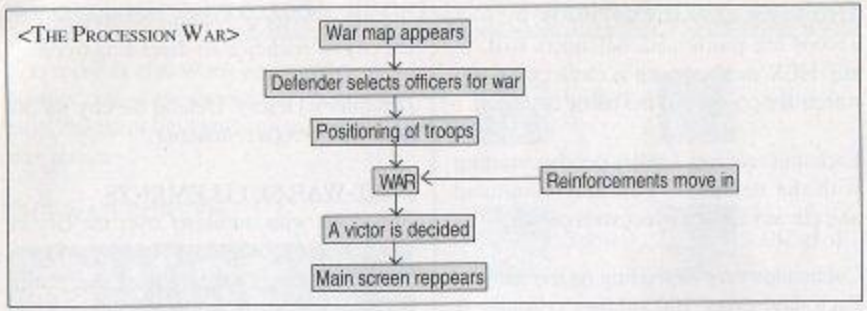
Battles are fought for 30 days or until one side is victorious:

Attacker's Victory: Occupy all forts within the city or eradicate all defending troops.

Defender's Victory: Defend the city for 30 days with troops remaining.

POST-WAR SETTLEMENTS

The victor wins authority over the city in which battle took place. The city will reflect any damage taken during the battle. Food provisions from the opposing army or armies will be confiscated for the city, and all officers who fought for the victor will be stationed there. Empty posts will be filled at random by available officers. Any officers caught during war become POWs (Prisoners Of War).



HEX EXPLANATION

1. White = Attacker
   Blue = Defender
   Purple = Reinforcements

2. [o] indicates turn is over for a unit
   [x] indicates unit is in disorder

3. Number of soldiers remaining
   * You must be adjacent to an enemy unit to see how many men they have.
   * An arrow on an artillery unit indicates the direction of cannon fire.

TERRAIN EXPLANATION

Mountains A

Mountains B

River

Lake / Sea

Hills C

Hills D

Bridge

Ice

Forest

Grassy Plain

Fortress

Swamp

Sand Bar

Terrain, weather and a change of seasons can all affect the procession of war. Some terrain will hinder movement under harsh weather, while other terrain can be used to aid your defense.

Terrain Features

River: Only infantry can cross rivers, but soldiers are sure to drown. Build bridges to facilitate safe crossing. Explosions and cannon fire will destroy bridges.

Swamp: Artillery units will get stuck in the mud if they enter swamp areas.

Sand Bar: Artillery units may be able to creep across sand bars if they have enough mobility points in store. If soldiers slip while crossing, their whole unit will jump back to the original HEX.

Hills / Mountains: There are five levels to climb between the grassy plains and mountains A. You cannot move directly into a HEX 2 levels above you. Depending on altitude, mountains can block cannon fire, and improve defensive ability.

Weather: Bad weather will exhaust mobility points and hinder bridge building, explosions, charging and cannon fire.

Winter: Except in southern regions, wintry weather will hinder all movement and attacks. Mountains B, rivers, and sand bars are impassable this season, yet lakes freeze over for crossing. If you are attacked under cannon fire on the ice, your troops may fall through. Artillery attacks are impossible in blizzards.

Mobility points vary for each unit according to terrain:

Terrain	Inf.	Cav.	Art.	Defense	Features
Mtns A	X	X	X	No entry	
Mtns B	7	6	8		No entry in winter
Hills C	6	5	7	B	
Hills D	5	4	6		
Forest	5	6	7	C	Blocks cannon fire (from plains level)
Grassy Plain	4	3	5	D	
Swamp	6	7	8	F	Hinders movement when raining
Sand Bar	8	8	X	G	No entry in winter
River	10	X	X	G	Soldiers drown No entry in winter
Lake / Sea	X	X	X	No entry	Frozen up north in winter
Bridge	5	4	6	E	Falls under cannon fire or explosions
Ice	5	5	6	F	Cannon fire cracks ice
Fortress	4	4	6	A	

Key: Inf. = Infantry Cav. = Cavalry Art. = Artillery

A B C D E F G - Scale for rating defensive strength; A is the strongest and G is the weakest value.

WAR SCREEN OPERATIONS

Select which troop you wish to command, choose a war command, and indicate in which direction to carry out the command. You can move the cursor onto enemy troops to view their conditions before selecting your own troops for commands. Access special commands to view the battlefield and statistics, check the enemy's cannon range, or to stall until your next turn.

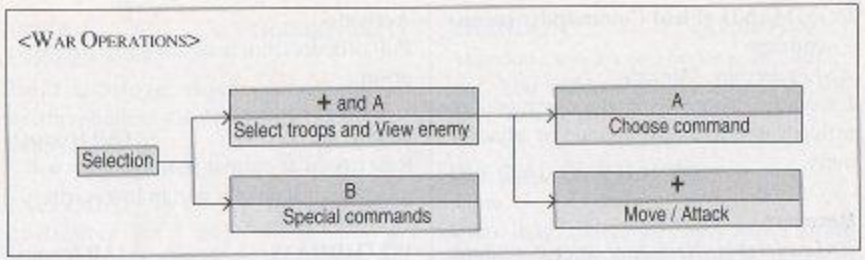
To Select Troops: Use the + button, move the cursor (hand) to a unit and push button A. When you select an enemy unit, information for that troop will be displayed; cancel by pushing B.

Special Commands: Push B to get to a menu of special commands (explained below).

Move / Attack: After you have selected troops, use the + button to control the cursor and point out which HEX you want to move into or attack. Push A to set your decision; to cancel the command before moving push B.

War Commands: With the cursor still on the unit you have selected, push A to view a menu of war commands.

Line of Fire: If you only want to change the direction your cannons are aimed, without moving, push B. You can also redirect the line of fire after moving. Use the + button and push A to set aim.



WAR COMMANDS

Commands vary for infantry, cavalry and artillery. Unit types that correspond to each command are in parentheses below.

<> indicates what attributes are important to carrying out a command. * indicates what attributes will be affected.

MOVE (All units)
Move troops on the battlefield. You can attack from your position next to an enemy, or continue moving if you have enough mobility points. In general, cavalry units have the most mobility and artillery units the least. This war command does not appear on-screen; select a unit and direct it with the cursor and A.

ATTACK (Infantry & Cavalry units)
Attack an adjacent enemy by moving directly into them. This command does not appear on-screen.

COMMAND (Field Commander menu)

Encourage

*<>Leadership *Morale*

Encourage troops from the commanding officer's unit and raise morale in adjacent units.

Recovery

*<>Leadership *Disorder among soldiers*

Sometimes troops are so devastated that they cannot fight. Although they recover slowly, this command quickly recharges troops.

Mobilize

**Reserves*

Mobilize reserves to replace soldiers under the commanding officer or in adjacent infantry. Pull up to 100 men onto the battlefield in one turn.

Activate

Pull officers from reserves into a defensive effort.

REST (All troops)

Rest troops at current position. This will raise the morale of a unit in low spirits.

WITHDRAW (All troops)

Withdraw to an adjacent city under your control. Morale will drop. Some officers may defect to the enemy during withdrawal procedures. If any officers remain after a war, yet there is no city to withdraw to, they will take to the streets as normal citizens. Later they can be recruited as reserves. If the commanding officer withdraws, the war will continue under another commander.

BRIDGE (Infantry only)

<>Building

Build a bridge. Success depends on weather, building skills and the number of soldiers at work.

EXPLODE (Infantry only)

<>Building

Blow up a bridge. Success depends on the weather, building skills and the number of soldiers at work.

CHARGE (Cavalry only)

<>Cavalry

Repeatedly charge into the enemy. Annihilate the unit and take over their territory.

BOMBARD (Artillery only)

<>Artillery / Training

Range of cannon fire is shown in colored HEXes. Highly trained soldiers have the most accurate shooting skills.

ABANDON (Artillery only)

Abandon cannons and become an infantry unit. You will lose all artillery and the soldiers' morale will drop.

SPECIAL COMMANDS

View

View date, place, weather, and warring abilities of both armies. Push any button to view the battlefield. Push again to return to the war scene.

Cannon Range

Check your enemy's range of cannon fire. Colored HEXes indicate the range.

Stall

End turns for every unit which has not yet received commands.

VI FOLLOW THE TIDE OF FORTUNE !

There are certain regular events and random events which occur throughout Europe.

REGULAR EVENTS

Population Growth: Population increases each year.

City Data Decreases: Any number of events will have a negative effect on your city. Your officers, soldiers, and industry are just a few things that can be affected.

Tax Revenue: Every city takes in direct taxes in Jan. Indirect taxes are collected in relation to commercial worth (trade) in Mar-June-Sept & Dec. A direct tax goes to the national treasury in Jan as well as an indirect tax from every designated supply city in Mar-June-Sept & Dec.

Harvest: Crops are harvested in Sept. In Nov, food is collected from supply cities for the national treasury.

Production: Materials are produced in Mar-June-Sept & Dec. Supply cities send materials to the national treasury in May & Nov.

Officers' Stipends / Fleet Maintenance: Officers' stipends and funds for fleet maintenance are paid in Mar & Nov. Repairs cost 5 gold per ship.

To the People: Food and materials are distributed to the people in Mar-June-Sept & Dec. The people may strike if they do not have sufficient supplies of food or materials.

Supplies: The soldiers are provided food supplies every Apr & Oct. If there is not enough food to go around, the remaining soldiers will desert your army rather than go hungry.

Arms Production: Arms are manufactured and become government property in Mar-June-Sept & Dec.

RANDOM EVENTS

Officers Appear: Each year new officers will appear on the scene and they may join your reserves.

Military Rebellion: Dissatisfied officers with low loyalty are likely to rebel. They may defect to other nations.

Strikes / Civil Rebellion: The townspeople may rebel if they are dissatisfied, especially when food and material supplies are low. Strikes halt all production and reduce indirect tax revenues by 50%. Rebellions can devastate a city.

Cholera / The Plague: When food and materials supplies are low, epidemics spread. Medical development will lessen the people's suffering, but it may not affect the plague.

Cold Weather Damage / Poor Harvest / Farming: The harvest will be poor after an unseasonable summer frost.

Spanish Civil Rebellion: If you secure territory in Spain the townspeople may rebel. As a result, reserves, morale and food supplies will increase in Spain.

Guerrilla Attack / Cossack Attack: Surprise attacks are common when you occupy cities in Spanish or Russian territory. If attacked, you will lose soldiers and reserves. When transporting goods into these territories, guerrillas or Cossack thieves may attack from ambush and loot your supplies.

VII DATA AT-A-GLANCE

CITY/GOVERMENT/OFFICER SYMBOLS

Number of Soldiers

National Tax Revenue

Infantry Reserves

Cavalry Reserves

Supply City

Military Expenditures (Arms factory)

Artillery Reserves (Cannons)

Hostility

Infantry

Cavalry

Gold

Industry

Artillery

Men

Food Sufficiency

Medical Development

Food

Trade

Material Sufficiency

Hospital

Farming

Population

Fleet

When you check data through View, most information will be given by icon. In Summary, abbreviations are used, and are included below. A letter scale is often used (A-B-C-D-E) to indicate the degree of abilities or supplies; A is the highest, E is the lowest. Zero under gold, food, or materials indicates that supplies are depleted. O and X show presence or absence for many categories. Any other symbols are included in at-a-glance charts.

CITY DATA AT-A-GLANCE

Data	Specific and General Information	Maximum
Population	Number of people in city: provides soldiers for recruit, sets direct tax revenue; up in Mar; down with cholera, the plague, rebellion	9999
Gold	Total gold: includes direct tax (Jan) & indirect taxes (Mar-June-Sept-Dec); decreases with stipends, fleet maintenance (Apr-Sept)	9999
Food	Total food: includes harvest (Sept); decreases when supplying people (Mar-June-Sept-Dec), soldiers (Apr-Oct), and for supply cities (Nov)	9999
Materials	Total materials: increases with production (Mar-June-Sept-Dec); decreases for supply cities (May-Nov)	9999
Trade	Increases with investment; red after strikes; influences tax revenue	100
Farming	Agricultural development: increases with investment; red after cold weather damage	Current farming
Industry	Production of goods: increases with investment; influences production, shipbuilding; red after strikes	100

Data	Specific and General Information	Maximum
National Tax Payment	Only when government commissions a city to pay; exemption may be granted	- - -
Supply City	City designated by government; payments in food and materials; exemption may be granted	- - -
Food Sufficiency	People's satisfaction with food supplies; affects chances of rebellion or strike; red when supplies are low	100
Material Sufficiency	People's satisfaction with material supplies; affects chances of rebellion or strike; red when supplies are low	100
Medical Development	Development of hospital; increases with investment; influences health	100
Health	People's welfare: improves with medical development, when food & materials are given; prevents cholera & the plague	100
Warships	Size of fleet: increases with shipbuilding	100
Arms Factory (Factory)	Facility for cannon production	- - -
Troops	Number of infantry, cavalry and artillery units combined	15

Data	Specific and General Information	Maximum
Infantry Reserves	Foot soldiers in reserve: can be mobilized into war	999
Cavalry Reserves	Horses in reserve: arrange one horse per soldier for active cavalry	999
Artillery Reserves	Cannons in reserve: arrange one cannon to every 5 men for active artillery	999
Soldiers	Total men in active troops; down after rebellion, cholera, the plague	3000
Morale	Fighting spirit in corps; up after speeches; wanes over time	100
Training	Training level of corps; up after training exercises; wanes over time	100

NATION DATA AT-A-GLANCE

Data	Specific & General Information	Maximum
Supply Cities	Number of supply cities	
Gold	Gold in national treasury: direct tax (Jan) & indirect tax (Mar-June-Sept-Dec) income; used for arms production (Mar-June-Sept-Dec)	50,000
Food	Food in national treasury: harvest (Nov)	50,000
Materials (Mtrl)	Materials in national treasury: income from supply cities (May-Nov)	50,000
Industry(Inds)	Industrial worth	
Trade (Trde)	Commercial worth	
Farming (Farm)	Agricultural worth	
Warships (Ship)	The number of warships	
Food Sufficiency (Food)	People's satisfaction with food supply	
Material Sufficiency (Mtrl)	People's satisfaction with supply of materials	
Health (Hlth)	Welfare of the people	
Alliance (Tie)	Allies may reinforce your troops in war	
Hostility (Host)	Hostility for the French: hinders trade, negotiations; indicates chances of declaration of war; grows stronger over time	

Data	Specific & General Information	Maximum
Allied Nation	Involved in alliance; shows as O in nation summary **Tie**	
Friendly Nation	Involved in friendship treaty; shows as triangle in nation summary **Tie**	
Neutral Nation	No diplomatic ties; left blank under nation summary **Tie**, white in **Foreign**	
Warring Nation	Involved in a declaration of war; shows as X in nation summary **Tie**	
War Expenditures	Investment in arms production: 1 cannon costs 50 gold	200 gold x # cities with factories
Artillery	Cannons in reserve	
Reserves	Officers not yet appointed to any city	
POWs	Captured foreign officers; recruit for reserves	
Sea Control	Which nations control which shorelines; held by the greatest coastal fleet	

OFFICER DATA AT-A-GLANCE

Data	Specific and General Information	Maximum
Politics (Pol)	Political ability: influence on negotiations	A
Finance (Fin)	Financial ability: influence on trade, investments	A
Supply (Sup)	Ability to manage supplies, give or send goods, collect taxes	A
Building (Bld)	Influence on medical investments, building and exploding bridges	A
Leadership (Ldr or Lead)	Leadership ability: talent for speeches, encouraging soldiers	A
Infantry (Inf)	Infantry strength: strength as an infantry commander	A
Cavalry (Cav)	Cavalry strength: strength as a cavalry commander	A
Artillery (Art)	Artillery strength: strength as an artillery commander; experience with cannons	
Loyalty (Loy)	Loyalty to Napoleon: affects chances of rebellion or withdrawal; increases with rewards	100
Experience (Exp)	Level of experience: increases after carrying out commands (if Exp is 100 other abilities will increase)	100

Data	Specific and General Information	Maximum
Age	Officer's age: increases in Jan	
Unit Type	Type of unit: infantry if there are 0 soldiers	
Soldiers (Men)	Number of men in a unit	200
Morale (Mor)	Fighting spirit: increases after speeches, can change during war; affects chances of recovery, rebellion	100
Training (Trn)	Expertise of soldiers	100

VIII RECORD OF NAPOLEON'S CONQUEST

A HERO EMERGES!

From impoverished Corsica, a Mediterranean island under French rule, emerged a man unlike any other in the history of Europe. He was Napoleon Bonaparte.

Born into nobility, Napoleon was educated at a military academy in Paris. He went to arms as an artillery officer in the tumult of the French Revolution. His first victory was to capture Toulon from anti-revolutionary forces. At the age of 26, Napoleon was appointed Commander of the French Army of Italy.

WINNING THE RESPECT OF HIS MEN

Dressed in rags and poorly equipped, Napoleon and his men were the center of ridicule. His subordinate officers eyed him with contempt, yet when he laid down the plan for battle, he convinced them that he was the one in command.

Turning to his bedraggled soldiers, Napoleon said, "Brave men! France hasn't the power to clothe you, to feed you, nor arm you to its own defense. You are worthy and valiant men. I will lead you across the fertile plains of this continent. Glory, fame and abounding wealth await you! Soldiers of the Army of Italy, obey my command!"

The soldiers looked to their new commander with respect. Prospects of victory transformed the tired soldiers into an army of steel.

LIFE-AND-DEATH STRUGGLE AT LODI

The finest troops of the Austrian army were positioned in Milan, ready to fend off the French army. This land was a place of strategic importance to breaking into northern Italy. The two armies faced off across the single bridge spanning the river between them. The odds were against the French; they were outnumbered 2 to 1.

The French charged across the bridge and the Austrians fired point-blank into them. With each step soldiers fell into piles on the bridge. Unable to withstand the onslaught, they turned to retreat. Then suddenly the regimental colors appeared at the front. Napoleon Bonaparte stood undaunted before his men and shouted: "If any of you are brave enough-come to arms!"

His commanders raced to protect their leader! With newfound courage the soldiers charged into the enemy. The Austrians could not stop them and were forced back from Lodi.

In Napoleon's next campaign he led his soldiers on to capture Castiglione, Arcole,

NAPOLEON *France*
Napoleon Bonaparte was a man of rare military genius. Rising up at the time of the French Revolution, he led the Grande Armee across Europe. At the height of his career, he was crowned Emperor of France. His perseverance and relentless tactics left a great impression in the annals of European history.

BERTHIER *France*
Louis Berthier was a veteran of war, having participated in the American Revolution. He served as Napoleon's chief of staff. Though he was a modest man, he is credited for having led the French army on to many victories. When Napoleon escaped from Elba Island, Berthier suffered a nervous breakdown and died.

and Rivoli. Then, after subjugating northern Italy, he turned his troops towards Vienna. Austria proposed a truce to escape defeat, whereupon Napoleon agreed. Thereafter he made a triumphant return to Paris.

THE STRENGTH OF THE FATHERLAND

The fervor of the revolution spread throughout the nation, and other major powers in Europe joined in a coalition against France. Attacked from the interior and exterior, the people were caught in a desperate struggle for their rights.

In Paris, Director Barras was involved in a struggle of his own. Napoleon was popular among the people, and he feared he would be the next to try to overthrow him. Consequently he appointed Napoleon to a difficult position as commander-in-chief of the Army of England, to try to get rid of him.

A direct attack on England looked dangerous in view of their mighty navy. However, an indirect attack would weaken them. Napoleon set off to attack British territory in Egypt. The expedition to Egypt exhausted many soldiers, but Napoleon insisted they continue. "Brave soldiers! 4000 years of history will witness our battle on these sands!" His confident words gave his soldiers new strength.

Back in France, the people were faced with a new problem: a second coalition had emerged. The Directorate in Paris recognized that they needed Napoleon to save France. They called him back to Paris, and Napoleon returned. A new challenge awaited him at home.

CROSSING THE WINTER ALPS

Once back in Paris, Napoleon staged a coup d'etat with the help of his brother, Lucien, and Talleyrand. They set up a new government on the 18th of November, 1799.

Now seated as First Consul, Napoleon shouldered the responsibility to pacify France. He had to restore law and order, revitalize the economy, and reorganize the army. Meanwhile, to fight off the second coalition against France, he renewed his attack on Italy. The Austrian army was spurred to fortify their defense.

Massena was the sole French officer in northern Italy, and the Austrian army had him backed into a corner. Most officers believed they could save him by attacking from the coastline. But, when Napoleon heard their plans he said, "Our enemy would love such a feeble plan! They have a strong defense along the coastal route. I am going to outwit them." Thus his army began the roundabout trek through the Alps.

In the winter, any route through the

MASSENA *France*

Andre Massena had 7 years of experience in the struggle against Italy. He proved a reliable commander, and was promoted from Lord of Rivoli to Earl of Essling for great war deeds. However, in battle in Spain he lost the power to lead his troops any further, and was defeated by the Duke of Wellington (England).

BARRAS *France*

Paul Francois Barras was a product of political corruption. He took over as president of France in the coup d'etat of 1795, in which the royalist factions suppressed the revolutionaries. He was overthrown in a coup staged by Napoleon in 1799. In 1810, Barras was banished from France.

Alps was a treacherous road to navigate. Heavy artillery had to be carried through the dangerous passes. And, there were sure to be casualties when the snow began to thaw. Nevertheless, the French army made it through to northern Italy once again.

They met the Austrian defense in Marengo and went to arms. There were rumors back home that the French were already defeated. The odds were clearly against them. Yet, reinforcements came in, led by Desaix and Kellerman. Desaix died in this battle, but the French were victorious again!

EMPEROR NAPOLEON

The victory at Marengo showed that France was back on the road to power. As anti-French sentiment died down, former coalition members tried to make peace with France; even England offered peace.

However, not everyone was satisfied with Napoleon's tactics. French and British royalists formed a conspiracy to overthrow him. In spite of their secret efforts, they never got hold of him. Now seated as First Consul, Napoleon was protected more closely than ever before. Head Commissioner Fouche noticed that people supported him to rise up as emperor of their nation. He called a national assembly at which they decided to let the people vote. Did they want Emperor Napoleon? He was approved: 3,652,000 in favor, 3,000 against.

Thus, in December 1804, Napoleon Bonaparte was crowned at Notre Dame Cathedral.

STORMING ACROSS EUROPE

Napoleon's ascension to the throne, opened up old wounds in the European community. Other major powers felt threatened by the sweeping changes in

France, reflecting anti-revolutionary sentiment. Thus, Austria, Prussia, Russia and England united in a third coalition against France.

In order to break the coalition, the central force in the league, England, had to be destroyed. Napoleon dispatched his navy full force into the channel between England and France, led by his most cunning officers: Bernadotte, Ney, Marmont, Lannes, Davout, Soult, Murat, Bessieres, and Augereau. This offensive, 220 thousand strong, comprised the 'Grande Armee.'

Napoleon wanted to gain sea control over the Straits of Dover. He planned to break through the British blockade at the Straits of Gibraltar, then join up with the French Atlantic fleet and Spanish reinforcements. The British would be trapped in their own territory.

Austria and Russia closely followed the

TALLEYRAND *France*
Charles Maurice Talleyrand, an ex-bishop with a crippled leg, was an eccentric. He served as Minister of Foreign Affairs for France. At one time his loyalty for Napoleon waned and he conspired with anti-French coalition powers. However, at the Congress of Vienna Talleyrand directed negotiations with such skill that he restored France in the eyes of other leaders.

SOULT *France*
Nicholas Jean de Soult was made a Marshal in the French Army in 1804. Composed in any situation, he was a key commander in many major battl es. After Napoleon escaped from Elba Island, he was appointed Chief of Staff. He went on to fill positions as Minister of War, and Prime Minister.

changes in eastern France. When Napoleon deployed his eastern troops for the British assault, they knew they could begin to advance. Once again, Europe fell under the dark cloud of gun smoke.

ATTENTION TO THE EAST!

With trouble approaching from the east, Napoleon redirected the Grande Armee back to the border. They defeated the Austrian army at Ulm, and continued towards Vienna, where the Russians were camped. Kutusov got word of the Austrian defeat and ordered the Russian army to retreat.

Suddenly the French army was in danger. The allied French-Spanish fleet smoldered in ruins, defeated by Captain Nelson, of England. And, Franz II of Austria and Alexander I of Russia closed in from the north around Vienna. In previous battles, Napoleon's strategy was to concentrate his army around the enemy, but they were split in two different directions now. There was no choice but to forfeit conquest of England, and dispatch the bulk of the army to the east.

Then events came to a head. The Austrian, Russian and French armies came together at Austerlitz and plunged into war. Napoleon was attacked in the right flank and beaten back from the Pratzen Plateau. Soult, Lannes and Murat retaliated and scattered the enemy league. They forced the Russian army to flee through Tellnitz across the frozen Satschan Pond. Napoleon was waiting for them and ordered rapid fire down on the ice. With the weight of the men and their artillery, plus the barrage from French cannons-CRACK!- the Russian army fell through the ice. It was an amazing victory for Napoleon!

The battle at Austerlitz marked the one-hundredth day since Napoleon's coronation as Emperor.

THE CONTINENTAL BLOCKADE

Two days after the battle at Austerlitz, France and Austria made peace. The following year Napoleon returned to his conquest of Europe. In a renewed effort to expand the French frontier he appointed his brothers and son in the reaches of French territory. Then to completely rout the Prussian army he attacked Jena and Auerstadt, and concentrated his army around Berlin. Once again Napoleon's strategy prompted a response from his enemies: Prussia, England and Russia united in the 4th anti-French coalition.

As strong as the British were, they feared the French were gaining too much power. They tried to support the anti-French coalition by supplying capital and arms to opposition forces. In retaliation Napoleon ordered a continental blockade

JOSEPHINE *France*

Empress Josephine was Napoleon's first wife, and 6 years his elder. Exquisite and refined, she was admired by the elite. She and Napoleon divorced, but later remarried so that her son could be heir to the throne. Later while her husband was in exile on Elba Island, she passed away at her castle, Malmaison.

FOUCHE *France*

Joseph Fouche partook in intrigue and money-making schemes. He had sources who supplied him with blackmail material on his opponents in government. After the Revolution he served as Head Commissioner for two consecutive terms. However, as a result of his checkered past, he himself was later ejected from the fatherland.

against England. For a country that relied heavily upon trade, this order was a direct threat to British development.

In order to enforce the blockade Napoleon had to gain control of the coalition. With the Prussian army under his power, he used them to push the Russian army back from Eylau, and swiftly seized Friedland. After further losses at Tilsit and Konigsburg, the Russians solicited Napoleon for relief, resulting in a peace treaty. Prussia was reduced to a minor power under Germany, Russia and France joined in alliance, and the continental blockade was complete.

PURSUING ENEMIES ON ALL SIDES

The continental blockade seemed to work. British imports were completely banned from Europe. On the other hand, the European merchants lost a major importer of their goods. Angry with the trade block, anti-French sentiment rose up again. The situation grew even worse for the French when the British attacked from the Iberian peninsula. Guerrilla armies added to the assault.

When the French gradually began to weaken, Austria joined in the fighting. Ever-cautious Napoleon quickly redirected his army and beat them back at Abensberg and Eggmuhl. Yet, in the next battle at Aspern, Napoleon's men were outnumbered 3 to 1. They were defeated with ease, and Lannes died in the same battle. Napoleon retaliated at Wagram, and this time his troops dominated.

A DARKER HORIZON

In France, the people were overjoyed with their leader's success. Yet, Napoleon was nervous about the lack of an heir. He and Empress Josephine did not have a son.

Metternich of Austria, urged him to remarry with the princess from his country, Marie Louise. Napoleon agreed. He left Josephine and married Marie Louise in April, 1810.

In March, 1811, a salute of guns resounded in Paris to commemorate the birth of the Crown Prince. The people celebrated in the hopes of peace and security for their nation.

There was one country which did not take the new intimacy between France and Austria so lightly. It was the empire in the east - Russia. The Russians resented Napoleon's abuse and demanded territory in Poland. But Napoleon had no intention of giving up the land he had won. Hence Russia withdrew from the continental blockade and united with England.

NELSON *England*

Admiral Horatio Nelson was the pride of the British Navy. A missing eye and a crippled leg were his war scars, and blatant proof of his valor. He died in battle at Trafalgar after defeating the French fleet. His triumph ruined Napoleon's hopes to ever capture England.

MURAT *France*

Joachim Murat was loyal to Napoleon in his career. Undaunted upon the battlefield, he commanded a valiant cavalry regiment. He became King of Naples when he married Napoleon's sister, Caroline. After defeat at Waterloo he was executed with a 'coup de grace'.

A COSTLY VENTURE

The continental blockade was the key tactic in Napoleon's plan to overthrow England. It was almost complete when Russia joined forces with England. Thus Napoleon turned his wrath towards Russia.

The French army had 550,000 men, including forces led by Berthier, Ney, Davout, Murat, and Poniatowski. Their soldiers, from France, Germany, Italy, Poland and Holland, represented the blockade that spanned the continent.

"Soldiers!" Napoleon addressed his men, "This expedition will guarantee peace and harmony for all of Europe!"

"Vive l'Empereur! Long live the Emperor!" they resounded.

On June 6, 1812, the Grande Armee set off for Moscow. When they reached the faraway plains of Russia, the intense cold of winter settled over their troops. Yet, Napoleon refused to abandon his plan. The advance was a painstaking and costly process. The soldiers weren't prepared to face the cold, and thousands perished every step of the way.

Finally the army arrived in Moscow, reduced to 150,000 weak men. Napoleon hastily declared victory over Russia and began the long trek for home.

BLUCHER *Prussia*

Gebhard Leberecht von Blucher had 7 years of experience at the head of the Prussian army. He repeatedly met Napoleon on the battlefield, only to be defeated each time. At Waterloo he overpowered Napoleon at last, marking his greatest victory. In the post-war Congress of Vienna he supported the decision to sentence Napoleon to a firing squad in retribution for war crimes.

LANNES *France*

Jean Lannes was in competition with Murat for most of his career, starting with the battle at Lodi. He led his troops on many glorious expeditions for Napoleon, and eventually was made a Marshal in the French Army. At Aspern he took a fatal blow in battle and died.

METTERNICH *Austria*

Clemens von Metternich, Minister of Foreign Affairs for Austria, closely followed the revolution in France. Meeting with Napoleon, he skillfull argued to preserve some dignity for his country. Promoted to Prime Minister after Napoleon's demise, he remained in power most of his life.

ALEXANDER I *Russia*

Tsar Alexander I inherited his position when his father was executed. He oversaw the alliance between Russia and England to form the core of the 'anti-Napoleon' movement. Russia yielded to France temporarily after the defeat of Prussia, however the Tsar built up his military again to win the final victory over Napoleon.

KELLERMAN *France*
Francois Kellerman was a magnificent officer in the French army, though he was of German descent. In battles at Marengo and Austerlitz his troops came through victorious and without many losses. At Waterloo he fought under General Ney.

KUTUSOV *Russia*
Mikhail Kutusov was an elder general in the Russian army. He preferred negotiation to combat whenever possible, but during the Austerlitz campaign. Tsar Alexander I forced him to go to arms. During the Russian campaign he retreated and succeeded in drawing the fatigued French troops after him. When they were forced to withdraw, Kutusov was credited for masterminding the Russian victory.

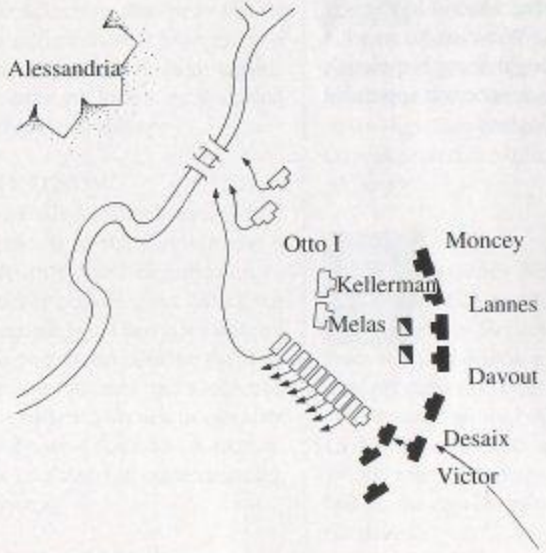
DAVOUT *France*
Louis Davout was a steadfast Republican and devoted militarist. In 1804, he was promoted to General of the Army. In the war against Prussia he proved a worthy commander and was the first to occupy Berlin. After Napoleon escaped from Elba Island, Davout served as Minister of the Continental Army.

NEY *France*
Michel Ney was appointed Minister of War in 1804. When the French army withdrew from Russia he took up the rear guard to fend off pursuers. Thus he won praise as "a hero among heroes." At Waterloo he took La Haye Sainte with a cavalry of merely 10,000 men. Yet after the French were defeated, the royalist party sentenced him to his demise.

WELLINGTON *England*
His true name was Arthur Wellesley. He won fame for recapturing Madrid in the war against Portugal. At Waterloo he was the key officer who brought about Napoleon's defeat. Later in his career he was appointed Prime Minister of England.

IX THE GRANDE ARMEE AT WAR

LIFE OR DEATH! THE BATTLE AT MARENGO 1800. June 15



Napoleon, now First Consul, turned his men towards Italy. He dispatched Victor for Marengo, south-west of Milan, and led in reserve forces through the St. Bernard Pass. Melas, who held the region for Austria, was in for a surprise. Then on the 14th of June, the fighting began.

Melas suddenly attacked Napoleon, thinking he led the main offensive. The French were clearly outnumbered, 10 to 1, but they anticipated reinforcements. Napoleon rode to the front line and encouraged his soldiers: "Take courage! You must hold out until our reinforcements arrive!" He looked to the south-east sky, wondering when his trustworthy officer Desaix would arrive. His men were being demolished on the battlefield. And, there were rumors that Melas had already reported victory to his superiors in Vienna.

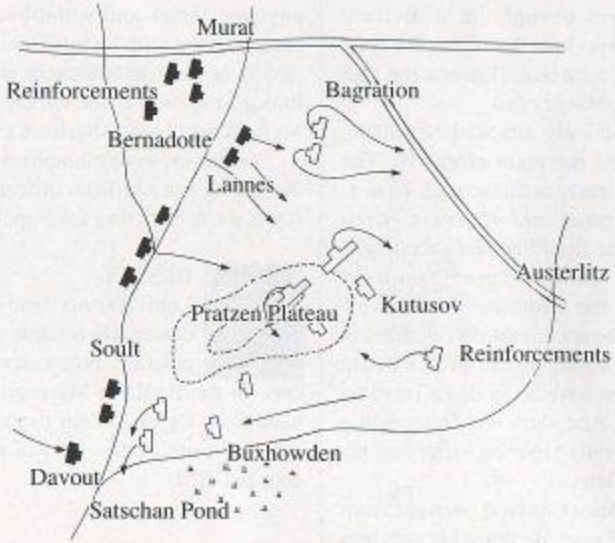
Finally Desaix arrived, straight from the deserts of Egypt. He thrust his men into the Austrian advance. With new faith in their commander, Kellerman and Lannes added to the assault. Victor could not bear anymore losses and withdrew, but Marmont covered with his artillery. In the confusion of the battle Desaix was pierced through the heart by an enemy bullet, and his body was found afterward on the field.

The French were triumphant in the end, but having lost a brilliant officer in Desaix, it was a costly victory for Napoleon.

DESAIX *France*

Louis Desaix lead a glorious career. He became one of Napoleon's most trustworthy officers. In the Battle at Marengo he rushed back from Egypt to help overthrow Austria. However, in the chaos of war he was shot and died.

VICTORY! THE BATTLE AT AUSTERLITZ 1805. December 2



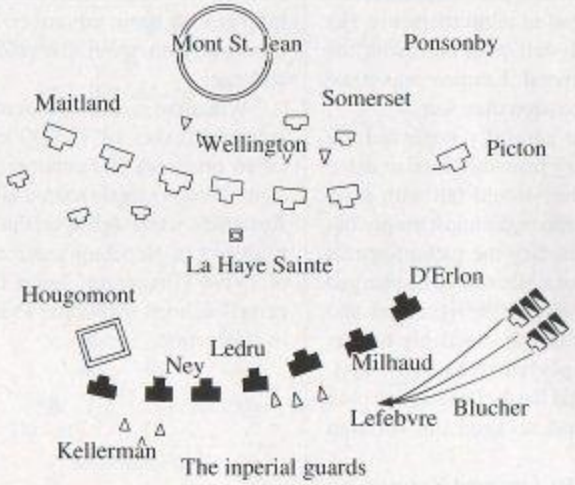
Napoleon was at the peak of his career when France clashed with Russia and Austria. Outnumbered from the start (55,000 to 93,000), he stalled for time with negotiations. He had to create time for Bernadotte and Davout to lead in reinforcements. His strategy worked well with Kutusov, the elder Russian general. Kutusov was more interested in discussion than war.

Buxhowden carefully observed the French battle array from the Russian camp and concluded they would fall with ease. The Pratzen Plateau was almost empty but for Soult, left guarding the path of retreat from the right flank. Buxhowden charged his men straight towards the right flank and challenged Soult to war. Suddenly he was surrounded; he played right into Napoleon's trap! Behind Soult, Davout swept in with reserves and ravaged the Russian troops.

Tsar Alexander I ordered Kutusov out from his central position to reinforce Buxhowden. However, once the central area weakened, Murat and Lannes had a clear path to descend from the highlands. Kutusov called in reserves, but Napoleon intercepted their advance. Bombarded from every direction, the coalition neared collapse.

When the coalition retreated they had incurred losses of 15,000 men, 20,000 fallen prisoner, 200 cannons, and 40 ensigns. French morale soared after victory at Austerlitz, which fell upon the one year anniversary of Napoleon's coronation. Cries of "Vive l'Empereur! Long live the Emperor!" echoed across the Pratzen Plateau in celebration.

THE DECIDING BLOW! THE BATTLE AT WATERLOO 1815. June 18



Napoleon escaped from Elba Island and returned to the throne, only to be challenged by 700,000 soldiers of the new coalition army. The French army was only 200,000 strong. At the front were Wellington of England, and Blucher of Prussia. Napoleon knew he had to crush the spirit of the coalition in these two generals in order to win the next war. In early strategy he successfully repulsed Blucher and Grouchy routed them as they fled. Then with an army 72,000 strong, Napoleon challenged Wellington to send his 68,000 men forward for a decisive battle.

The soldiers faced a battlefield sodden with the water of recent rains. Their heavy artillery churned the ground and their cannons sank deep into the mud. Napoleon grew anxious watching his men push their heavy artillery through the mire. He resorted to cavalry, and sent out 10,000 men under Ney to occupy a central position at La Haye Sainte. Yet Ney misunderstood his orders and began an all-out attack with neither infantry nor artillery to support him. As a result, the French army was put in a vulnerable situation.

Napoleon needed support desperately and sent a messenger to Ney requesting reinforcements. Although Ney's men had fought bravely and captured La Haye Sainte, they had no strength to go to battle again. In a last effort to break free, Napoleon called up his last resource, the imperial guards, and sent them out in the advance. His army was ready for battle. At the same time a new foe rushed onto the scene from the east. Napoleon hoped it was Grouchy with French troops, but it was the Prussian army led by Blucher.

Napoleon refused to surrender at Waterloo despite his defenseless position. Inevitably, the French army suffered great losses in their final defeat.

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To receive this warranty service:

1. DO NOT return your defective Game Pak to retailer.
2. Notify Koei Corp. of the problem requiring warranty service by calling our **Technical Support Dept.** at **(415)348-0500**, from **9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.**
3. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase (UPC code) within the 90-day warranty period to :

Koei Corporation
One Bay Plaza, Suite 540
1350 Bayshore Hwy.
Burlingame, CA 94010.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Repairs/Service After Expiration of Warranty:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted above. If the Koei Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Koei to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei, and enclose a check or money order payable to **Koei Corporation** for the cost quoted to you. If after personal inspection, the Koei Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL KOEI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Reorient the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by Federal Communications Commission helpful; **How to Identify and Resolve Radio-TV Interference Problems.** This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Genghis Khan®

Conquests of Love and War

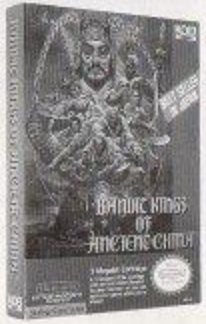
As Richard the Lion Hearted, the Shogun or even the great Khan himself, carve a path of conquest through Asia and Europe. With everything from fighting duels to raiding towns, Genghis Khan takes strategy games to a new level of sophistication.

*Features: 1-4 players, 2-scenarios, 5 levels of difficulty, 2 meg cartridge, 192K RAM and battery back up to save games.

BANDIT KINGS OF ANCIENT CHINA™

Join History's Greatest Band of Outlaws

Gao Qiu has seized authority of ancient China As a Bandit King, help defend Gao Qiu and restore the glory of days past. Ally, conquer and celebrate! But stay alert.... in the end who will be victorious? You or Gao Qiu?



*Features: 1-7 players, 4 scenarios, over 250 characters, 3 meg cartridge, 128K RAM and battery back up to save games.

KOEI, We Supply The Past, You Make The History!

Control Ancient China

The Second Han Dynasty is crumbling! As one of 350 generals, you are determined to beat your enemies as you struggle for control of the country.

Romance of The Three Kingdoms®

AWARD WINNING HIT!!

*Features: 1-8 players, 5 scenarios, over 250 characters, 2 meg cartridge, 192K RAM and battery back up to save games.

Romance® II of The Three Kingdoms

AWARD WINNING HIT!!

*Features: 1-12 players, 6 scenarios, over 400 characters, 4 meg cartridge, 256K RAM and battery back up to save games.

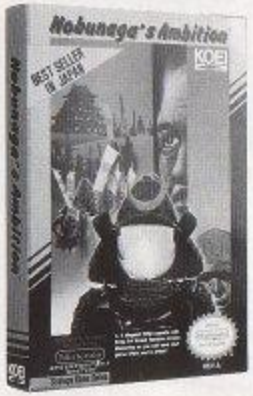
KOEI, We Supply The Past, You Make The History!

Return to a World of Loyalty & Honor

As a 16th century warlord you'll embark on an epic quest to unify Japan. Vying for power and territory, you'll command vast armies of samurai warriors, defend yourself against ninja assasins, lay siege against mighty fortresses, negotiate alliances and confront your enemies in deadly combat!

Nobunaga's Ambition®

AWARD WINNING HIT!!



*Features: 1-8 players, 2 scenarios, over 250 characters, 5 levels of difficulty, 2 meg cartridge, 192K of RAM and battery back-up to save games.

Nobunaga's Ambition® II

AWARD WINNING HIT!!

*Features: 1-4 players, 2 scenarios, over 400 characters, 5 levels of difficulty, 3 meg cartridge, 128K RAM and battery back up to save games.

KOEI, We Supply The Past, You Make The History!

UNCHARTED WATERS™

Adventure on the High Seas

Sail the high seas in Koei's first role-playing adventure! As a great sea explorer of the 16th century, attempt to gain fame and fortune by sailing the world in search of treasure and profitable trading.
Pirate attacks, terrible storms and hard to find ports will challenge your skill and tempt your fate with disaster. As your fame & fortune increase you will soon have to face the ultimate challenge.... rescue the princess who has been kidnapped by ruthless rogues. If successful, you may win her hand in marriage!

Features: 1 player, 1 scenario, over 70 ports to discover, 6 different ships to choose from, 5 meg cartridge, 128K RAM and battery back up to save games.